
Title: Delucia

Author:

The city of ruins, as
some may call it, lies
in the south-west
corner of the Lost
Land. It can be
reached by foot quite
easily by those who
are not afraid to
fight a few mongbats
and giant spiders in
the dungeon that leads
to it. Delucia lies well
protected between large
mountains and palisade
walls. Miners and
Smiths will most
likely find this a
good place to live in.
There are plentiful
mountainous regions
within the range of
the guards protection,
and the local armorer
has a forge where
miners can smelt ore.

Around the city can
be found deer, cows
and even horses
grazing the grassy
lands. Inexperienced
warriors have plenty
to hunt, and tailors
will be pleased with
the amount of hides
the hunters will bring
back to the village.
Tailors will also find
the cotton field in
Delucia a bountiful
place to harvest
cotton, which can be
turned into spools of
thread or sold directly
for gold. Delucia also
has stables to leave
your pet when you
need to travel back to

Britannia. The fields
in Delucia spawn
enough turnips and
lettuce to keep almost
any pet happy. The
local bank, mage shop,
provisioner and healer
can aid all